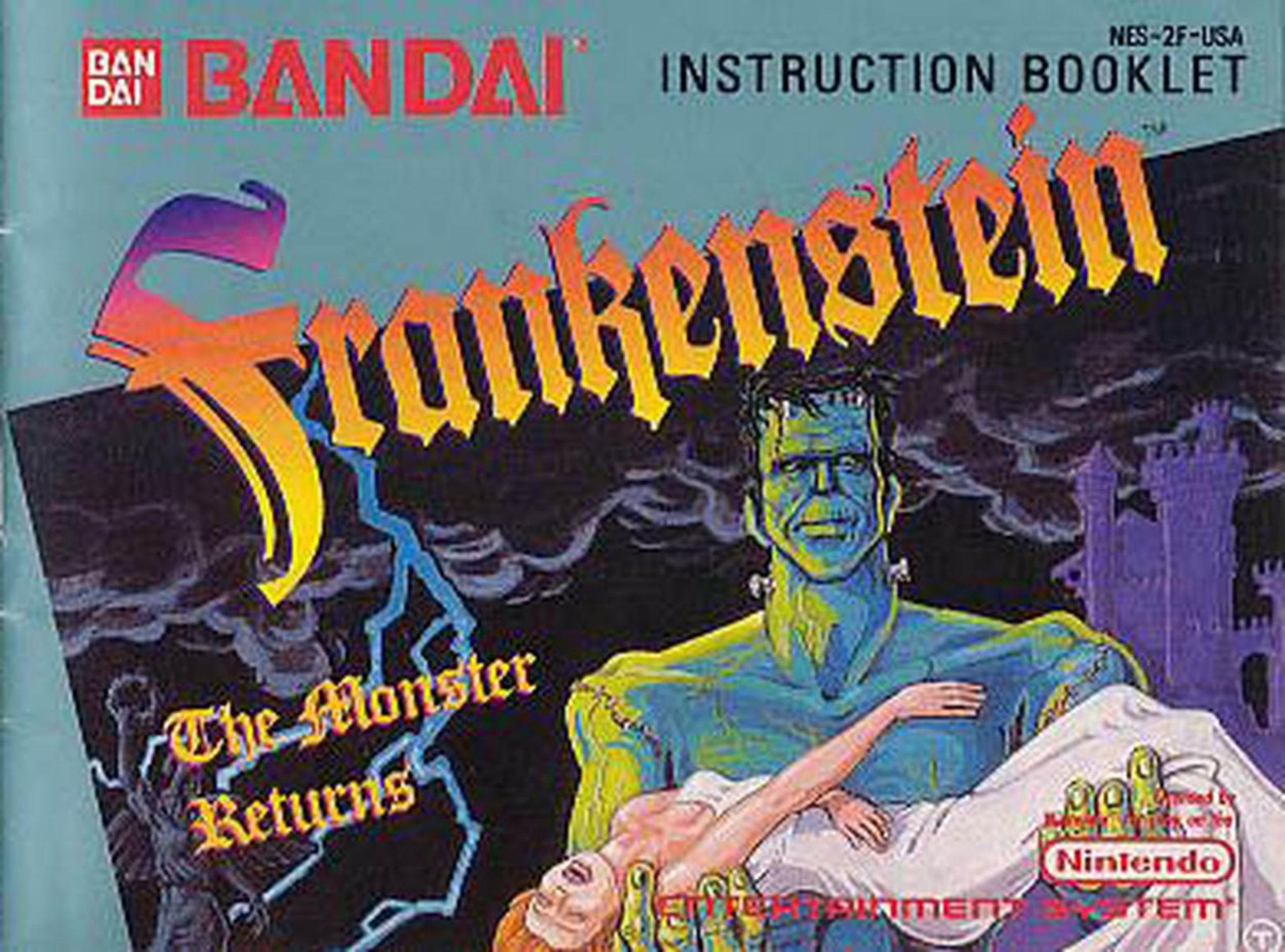
BANDAI

NES-2F-USA

INSTRUCTION BOOKLET

Frankenstein

The Monster Returns



BANDAI

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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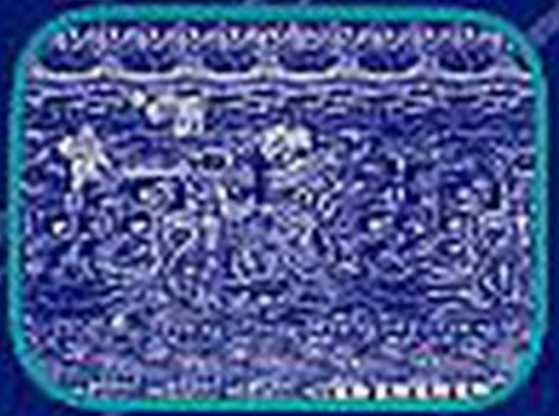
1. Game Description

For years the monster lay in the grave, and the villagers went peacefully about their business trying to forget the horrible nightmare days when HE had spread terror throughout the countryside. For years the sun seemed to shine brighter and the crops grew taller than anyone could ever remember. Surely, their troubles were far behind them, and life was one blissful long walk through paradise. But, their wonderful world would be shattered in one mighty flash from the heavens. For lightning had struck the old tombstone that lay battered and overgrown with weeds in a dark corner of the ancient cemetery. And just as fiendish life had once been given to the dead, it would be given again. First a twitch of a finger, a flutter of a

heartbeat, then a powerful surge of energy to the twisted criminal brain that so long ago had terrorized the land in the powerful body of the hideous monster. The horror was about to begin again... Frankenstein had risen from the dead!



Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

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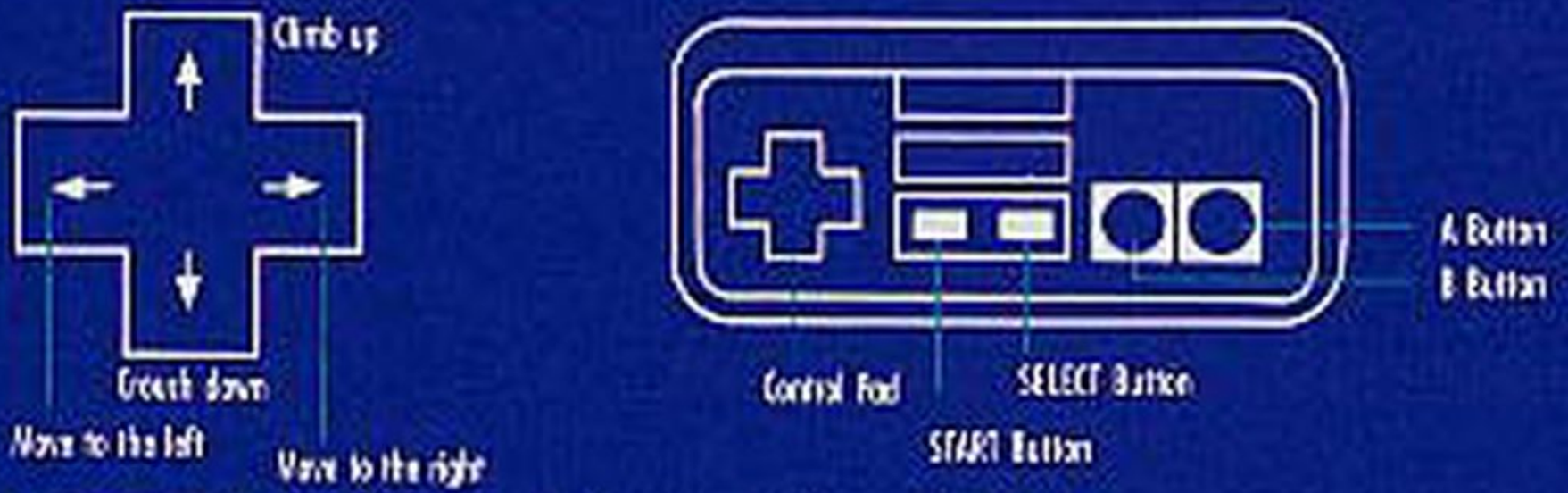
⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

2. How to Operate the Controller



A Button: Push to jump. Push twice to jump kick.
B Button: Push to punch or use weapons.
Control Pad Right and Left: Push to move right and left.
Control Pad Down: Push to crouch down, pick up objects, and go down stairs.
Control Pad Up: Push to climb up stairs, cliffs, etc.
Control Pad Down + A Button: Push to jump down.
Control Pad Up + B Button: Push to throw the bomb and activate thunder.
START Button: Push to start and pause the game.
SELECT Button: Push to activate the life enhancement bars.

3. How to Play the Game

Frankenstein has risen from the dead and has ransacked a neighboring village. After kidnapping Emily, the beautiful daughter of the Village Elder, Frankenstein has used his evil magic to gather a band of horrible monsters who roam the countryside protecting him from any fools who might dare to challenge his awesome powers. It is up to you to undertake the perilous quest to rescue Emily and send Frankenstein back to the grave forever.

To begin the game, press the START Button after the Frankenstein logo appears on the screen. Then choose start or continue using the Control Pad to select the desired option and pressing the A Button to activate your choice. Next, you must input your name by using the Control Pad to select

each letter and pressing the A Button to enter the letter in the box at the top of the screen. If you wish to erase a letter, press the B Button. When you have finished entering your name, select the "ok" in the bottom right corner of the alphabet box and press the A Button.

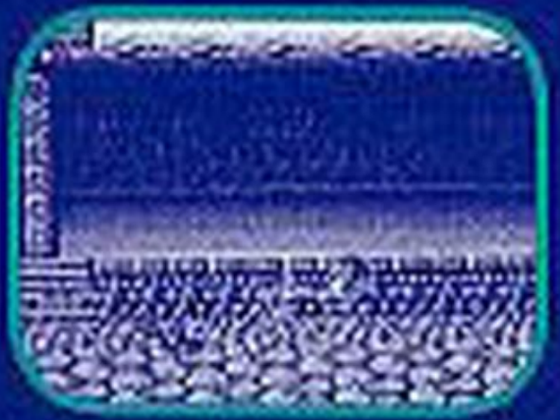
You will then view several screens which tell the horrible story of Frankenstein's return. To progress quickly through the story, press the A Button, or press the START Button to bypass the story altogether. You will then reach the Stage Screen which graphically depicts where the action is taking place. Press the A Button to begin the game.

In each stage of the game, you will be confronted by an ever increasing onslaught of vicious monsters. You can destroy these creatures by punching them, kicking them, or using any other weapons you may find on

your journey. The round balls in the upper left-hand corner of the screen are your energy meter. When you are struck by monsters, these balls will begin to disappear. When there are no balls left, the hero will collapse on the ground. You will then have two more chances to continue the game from the stage in which you were defeated.

a. How to Enter the Password

Continuing the game: Each level has a password that will allow you to continue the game at a later time. During the title screen press START. Press "down" on CONTROL PAD to select the CONTINUE MODE, then press "A." Press "up," "down" or "right," "left" on the CONTROL PAD to select the correct letter then press "A" to complete your selection or "B" to cancel. After typing in each of the 12 letters, select "OK," then press "A" to continue the game.



b. How to Open a Door

Control Pad Up: Push to climb up stairs and cliffs, also open doors and to enter secret passages.

ITEMS

You will come across a variety of weapons and other items as you progress through the game. They include the following:

- **Sword: This enhances your fighting ability.**

- **Clubs: These increase your power.**

- **Maces: These spiked clubs also increase your power.**

- **Red Balls: These add a projectile launcher to your current weapon.**

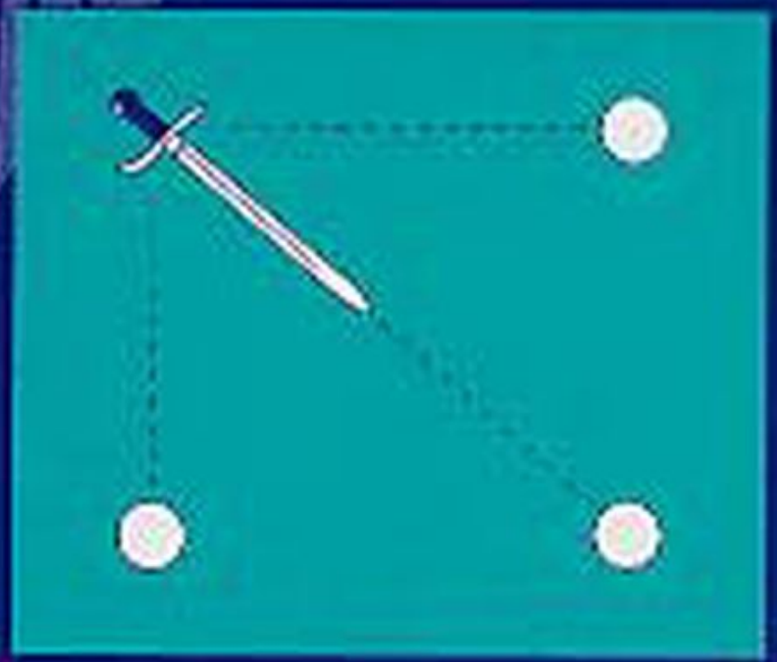
- **Floating Hearts: These increase your energy up to a certain maximum level.**

- **Blue Potions: These replenish your energy and raise the maximum energy level.**

- Red Potions: These deplete your energy level.

- Slings: These throw a projectile that returns to you.

- Fire: This shoots flaming balls straight in front of you.
- 3-Way Fire: This shoots flaming balls in three directions at the same time.



- Bomb: This is the most powerful weapon, but is limited in number (you throw the bomb by pressing the Control Pad Up + the B Button).

- Life: This replenishes your energy to the maximum level.

- Key: This gives you access to secret rooms.

- Thunder: This destroys all enemies currently on the screen (you activate thunder by pressing the Control Pad Up + the B Button).

These items can be acquired in the following ways.

- Some items may appear after you defeat an enemy.
- Items may be offered to you by friendly characters.
- Some items can be found in the Red Treasure Chests which appear in some of the rooms.

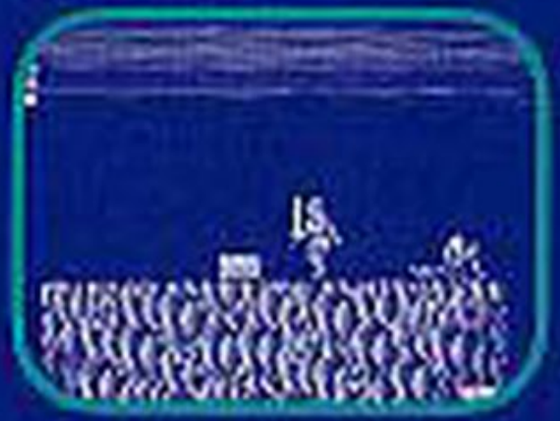
You can pick up these items by touching them and then pressing the Control Pad down (with the exception of the floating hearts which you only have to touch).

A weapon's strength will last until you are struck by a monster. When this happens your weapon power will be reduced by one

level (e.g. if you are using a club that shoots projectiles and you are hit by a monster, you will be left with a club that does not shoot projectiles).

If you receive Life, an icon will appear in the lower right corner of the screen. You activate Life by pressing the SELECT Button. Life can be saved and carried forward from stage to stage.

After you successfully clear each stage, a password will be displayed in the lower right corner of the Stage screen. This password will enable you to start the game again at this stage with the same life energy you had when you first reached this point in the game.



BOSS MONSTERS

As you move through each stage, you will have to enter into single combat with many of Frankenstein's Boss monsters. When you encounter a Boss monster, the game will switch to a dialogue screen in which the monster will challenge you before the battle begins. Use the A Button to move quickly through this conversation. When the fight begins, be wary, for these creatures are far more powerful than the ordinary fiends you will encounter and must be struck many times before they can be defeated. After you have defeated a Boss monster, you will receive various rewards including increased life, and special weapons. The game will then progress to the next phase or you will move on to a new stage.

THE FINAL ENCOUNTER WITH FRANKENSTEIN

After you have successfully made it through the Evil Dimension you will come face-to-face with the horrible monster, Frankenstein. It will take a great deal of strength and skill to defeat this hideous creature, but only after you have destroyed him for good can you rescue the beautiful Emily and win the game.

90-Day Limited Warranty

90 DAY LIMITED WARRANTY
Bandai America Inc. ("Bandai") warrants to the original consumer purchaser that the Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: (213) 926-0947. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK, freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK, freight prepaid, to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or reconditioned PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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